### Experiences with a Multi-Protocol network monitor

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In collaboration with: Ian Pratt, Jon Crowcroft, James Hall, Tim Granger, Derek McAuley, Dina Papagiannaki, among others.









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- λ Nprobe/GRIDprobe Monitor
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  - $\lambda$  Content example
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- $\lambda$  Where next...



#### Projects at Cambridge on Monitoring

λ Nprobe/GRIDprobe/Xenoprobe
 Computer Laboratory
 (Collectively known as \*probe or (star)probe)
 λ CoMo
 Intel Research Cambridge + friends

Planning for convergence, also taking in Hyperion (U.Mass)



#### **GRIDprobe Objective**

- λ (Nprobe prototyped/grew-into GRIDprobe)
- λ Scalable Monitoring Architecture (tool building)
  - $\lambda$  1 & 10Gbps and viable strategy for 40Gbps
- λ Multi-protocol monitoring
  - $\lambda$  Understand network and application behaviour At the same time.
- λ Originally University of Cambridge & Marconi (RIP)
- $\lambda$  Now Cambridge with association from Intel
- $\lambda$  Duration Oct. 2002 Sep. 2005





#### **Status**

- $\lambda$  Several working test deployments (1Gbps)
- $\lambda$  Prototype for 10 Gbps
- $\lambda$  Code base is planned for a public release
- λ Experience with the dataset/database/dataware-house issues
- $\lambda$  Adding new protocol modules
- $\lambda$  Using Experience to drive next architecture

#### Where does this tool fit in?





"When you have a hammer, every problem looks like a nail."

- $\lambda$  We want current network data
  - $\lambda$  High-resolution timer
  - λ High-speed (current deployment: 1 Gbps)
- λ We want to collect enough information to see the interaction between layers
- λ We want to use commodity (no custom) hardware to maximize deployment and minimize cost

# Nprobe: our current implementation





- λ Current Nprobe system performs full line-rate capture on commodity hardware
- λ Nprobe is a multi-protocol monitor: collecting network, transport & application data
- λ Nprobe processes network, transport & application layers to provide compression as well as extracting useful information (e.g., application features)





#### What we are NOT

- λ We are not just some IDS they do a few things that superficially look the same – ultimately these things are not the same.
- λ We want to collect as much as possible they want to collect the minimum and to compare as quick as possible.
- $\lambda$  we want to interpret the full application they want to string-match then move on.





#### What is the problem?

In a perfect world: Cheaply (using commodity PCs) Record 1, 10, (MAXINT) Gbps Full duplex Onto disk With minimal loss

Ouch!

## Not as bad as all that: its not a perfect world

#### How do we do it?





"Discard is the most effective compression."

#### **Be selective** (for an http example)

- 1. Remove redundant header information
- 2. Temporally compress header information
- 3. Extract http transactions from data stream
- 4. Remove (or summarise) uninteresting information (consider the use)





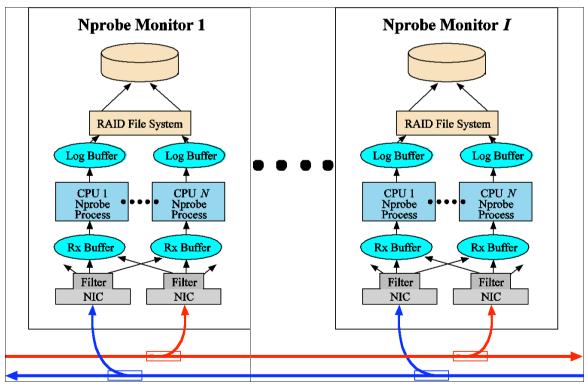
"A problem shared is a problem halved."

#### Split the workload

- $\lambda$  among CPUs
- $\lambda$  among machines

#### Problems?

 λ Complex filter design made easier using ongoing measurements
 Limitations?







#### **Limitations Abilities**

- λ Host-host data must be less than or equal to the capacity of a single monitor (CPU)
- λ No monitoring DataTAG 10 Gbps host-host experiments
- λ For ISP and dial-up or cable modem last-miles, as well as with (UK) academics with 100 Mbps to the desktop, this approach works
- Target deployment has nx10,000 of flows and the monitor is close to the server or close to the client (on access/choke-points).

#### Example 1: Modelling TCP Connections



- λ Dynamic model of TCP connection activity
  - $\lambda$  Input from probe-collected data
    - $\lambda$  Packet timings
    - $\lambda$  Packet header data
    - $\lambda$  Higher level protocol activity
  - $_{\lambda}\,$  Output identified, differentiated and quantified
    - $\lambda$  Network times
    - λ TCP Artefacts
    - λ Application delays





#### **Causative Associations**

- λ Probe sees TCP packets traveling to host and those returning
  - λ Arriving packets
    - λ Modify host TCP state
    - $\lambda$  Cause work to be done
    - $\lambda$  Trigger transmissions causative associations
    - $\lambda$  Drive model
  - $\lambda$  Departing packets
    - λ Verify/modify model
    - $\lambda$  Are arrivals at peer





#### Example 1:

- $_{\lambda}$  ACK packet arrives during slow start
  - sender's congestion window expands
  - releases flight of data segment packet(s)
- $\lambda$  Data segment N arrives {N mod 2 = 0}
  - ACK released
- $\lambda$  Data segment N transmitted
  - data segment N+1 released
- $\lambda$  HTTP request arrives
  - ( First packet of response released (after delay)

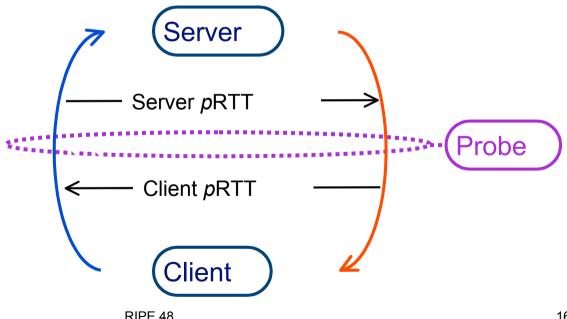




#### **Partial Round Trip Times**

#### $\lambda$ Probe can be anywhere

- $\lambda$  Hence deal in *p*RTTs)
- $\lambda$  Can glue them together

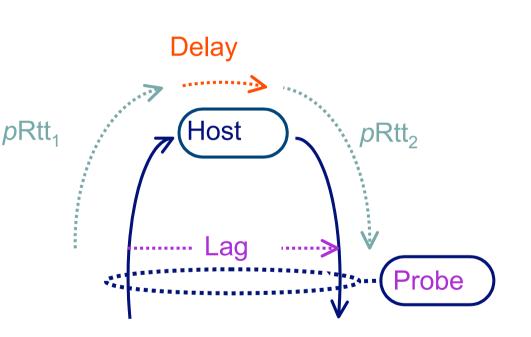






#### Lags, Delays and pRTTs

- λ For causative associations
  - $\lambda$  lag = *p*RTT + delay
  - $\lambda$  If no delay:
    - $\lambda pRTT = lag$
  - $\lambda$  If delay:
    - $\lambda$  interpolate *p*RTT
    - λ Calculate delay
  - λ Model informs





#### **pRTT Drawbacks/Restrictions**



- λ Only works in slow-start, thus relies on longer data flows
- λ relies on implementation "inside knowledge"
   fortunately only a few implementations (BSD derivative, Linux derivative, Microsoft derivative)

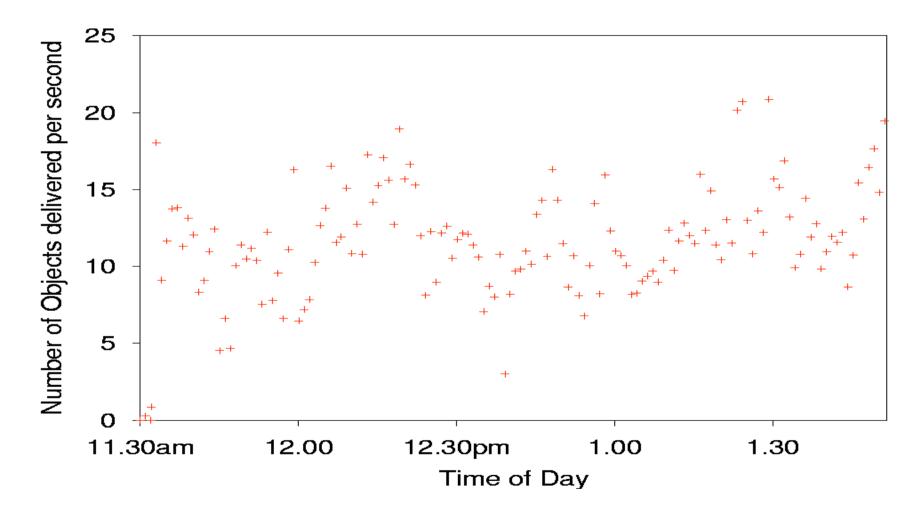




#### **Results — Live Traffic**

- λ All HTTP traffic to BBC news server from University site
  - $\lambda$  24 Hour trace
  - $\lambda$  Results for period 1130 1350
- $\lambda$  Independent of local load
- $\lambda$  Look at SYN re-transmissions



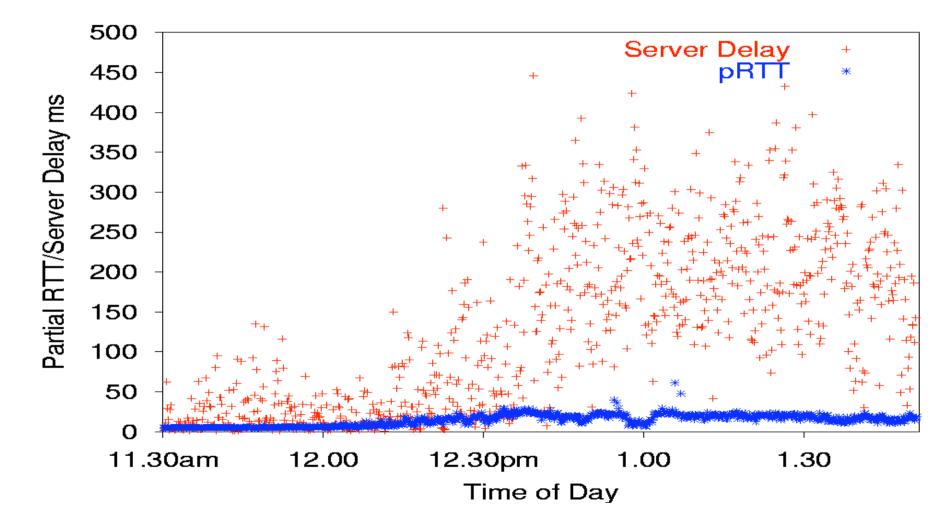


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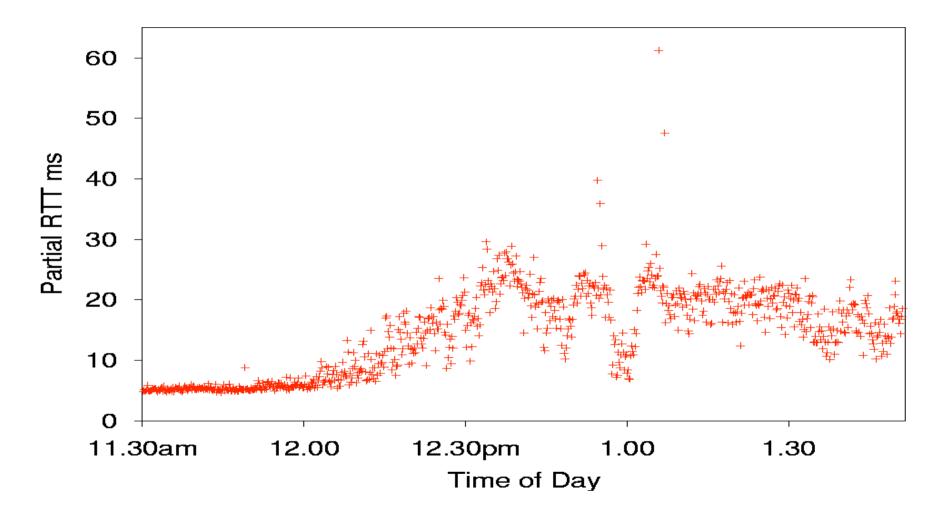
#### Server Delays and *p*RTTs







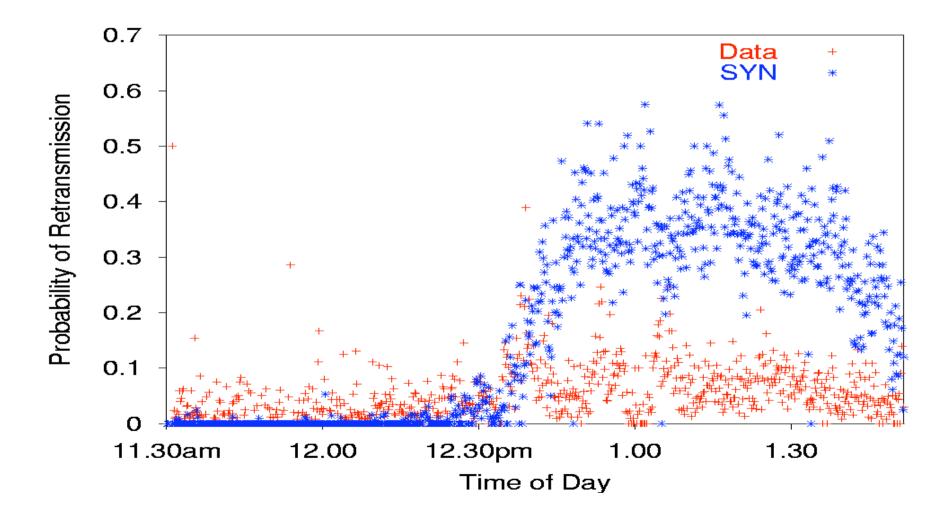
#### **Server** *p***RTTs** — Live Traffic





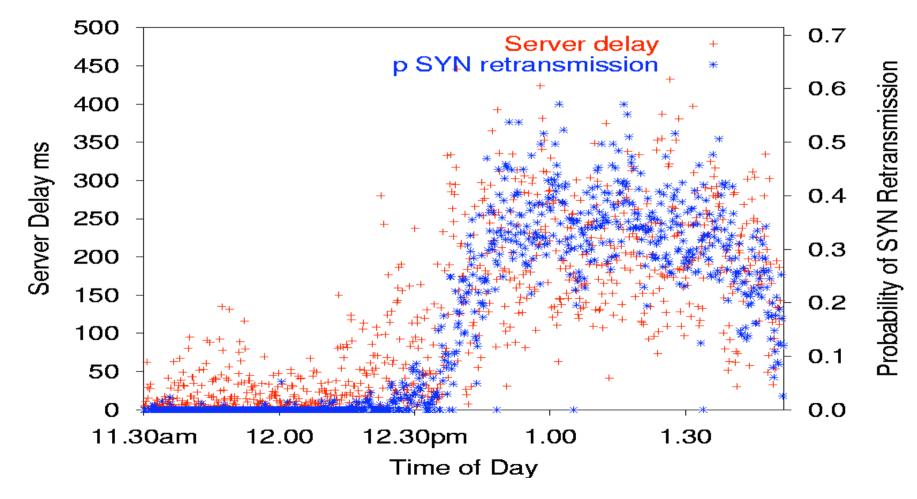


#### **Probabiliy-of-Retransmission**





#### Server Delay and p-SYN Retransmission









#### **Behaviour Summary**

- λ By observing a combination of TCP and HTTP protocols simultaneously, we:
  - $\lambda$  determine the type of load-shedding this website uses.
  - λ understand diminished performance in the face of no local network effects.
  - Draw conclusions on the impact this approach (to load-shedding) has on persistent vs. nonpersistent (compared with a nominal 25%, this site had less than 5% persistent)



#### **GRIDprobe Visualization Tools**

- λ Reads the stored format the stored format is already partially processed
- λ Extracts features of interest (timing, packet headers,...)
- $\lambda$  Constructs relationship trees for (web) pages
- $\lambda$  provides:
  - $\lambda$  interactive data plotter (ala gnuplot++)
  - $\lambda$  tcp connection plotter
  - $\lambda$  web transaction plotter



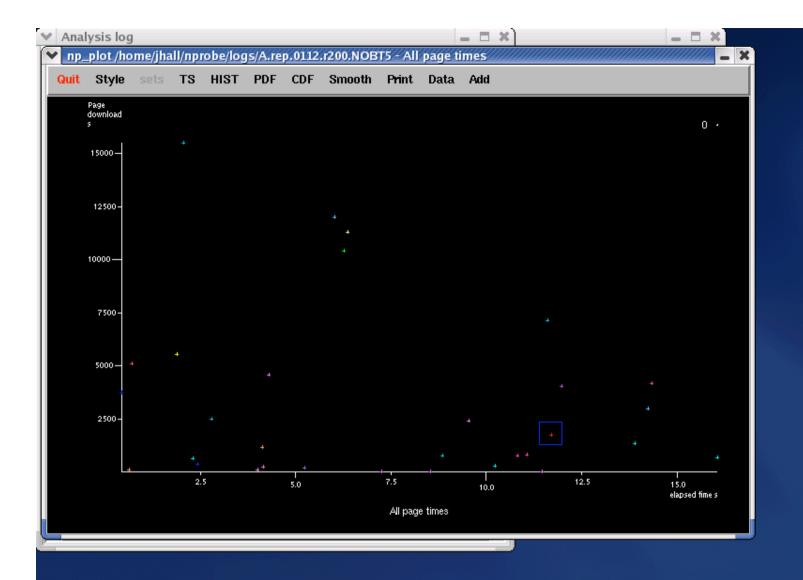


#### Why?

- $\lambda$  Aids understanding
  - $\lambda$  of observed behaviour,
  - $\lambda$  and trends
- $\lambda$  Teaching tool
- $\lambda$  Debugging tool
- $\lambda$  Maintains relationship between layers
  - $\lambda$  tcp/ip ... http/html ... coarse statistics

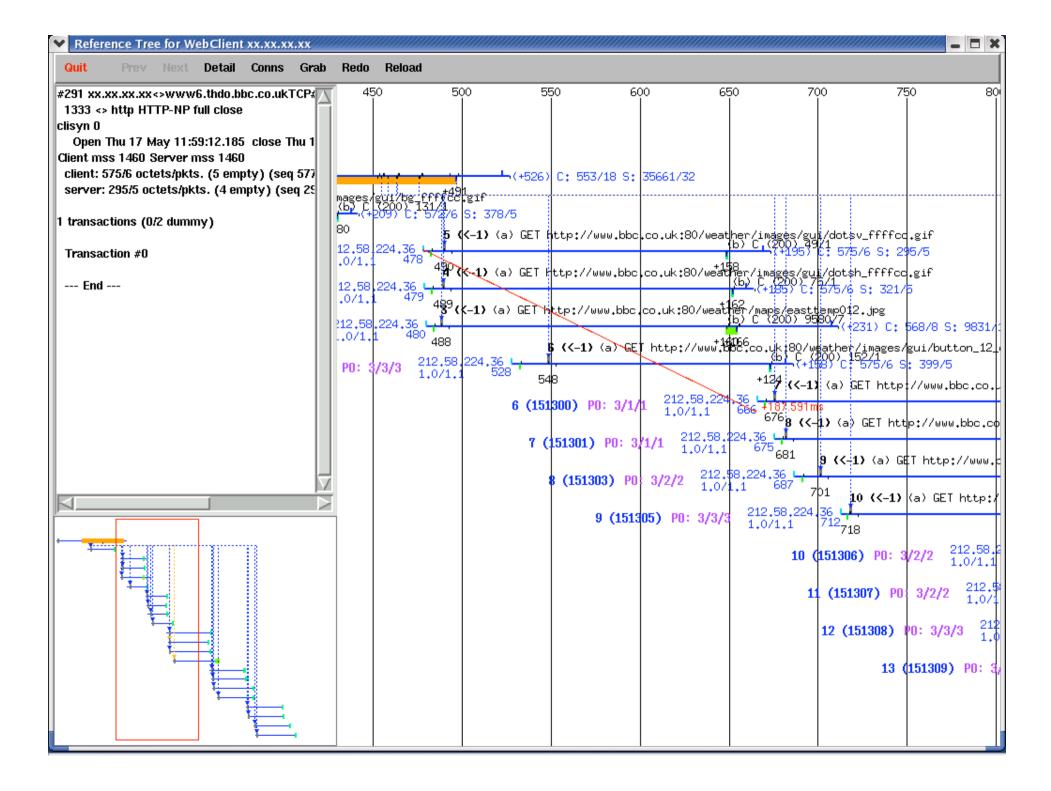
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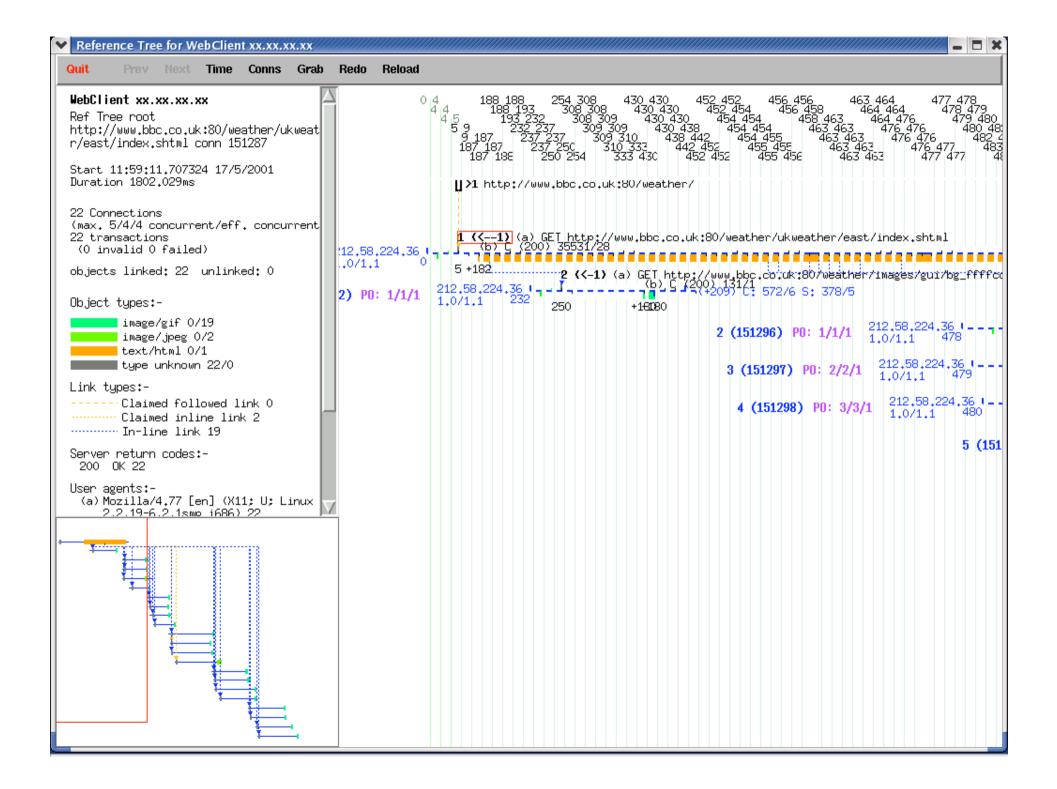
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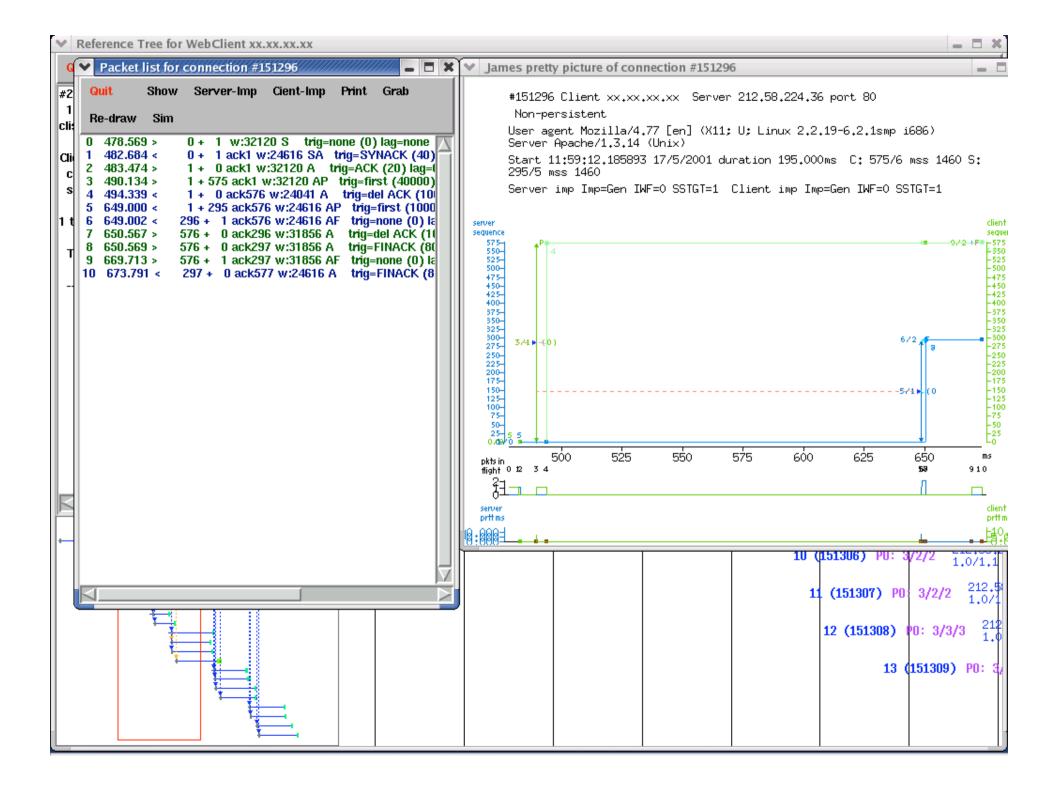




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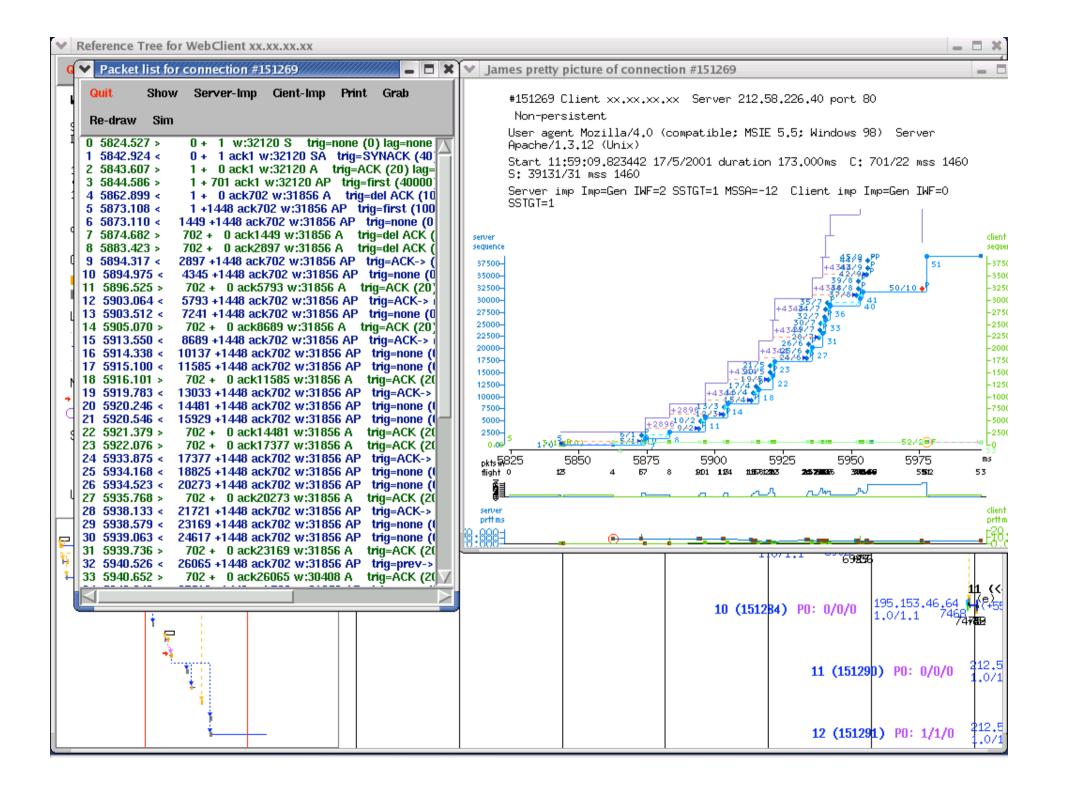
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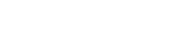
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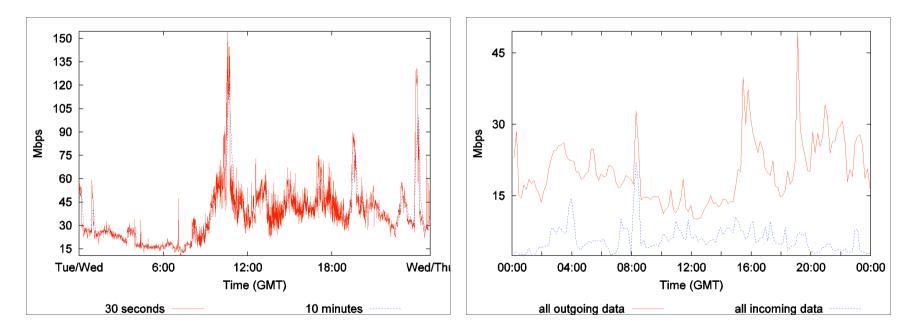
# Example 2: Experiences at a GRID Access Point



- λ Research community of 1,000 on their own campus
- λ Significant (unique) data provided by this site to the world community
- None of three sites where data is continuously updated – so data is continuously transferred between partners and downloaded by collaborators



# Traffic to/from access point



Total Link traffic

**Each Direction** 



# Contrasting port and content based classification

	Port-base	Port-based		ased
	Packets	Bytes	Packets	Bytes
BULK	49.97	45.00	65.06	64.94
DATABASE	0.03	0.03	0.84	0.96
GRID	0.03	0.07	0.00	0.00
INTERACTIVE	1.19	0.43	0.75	0.39
MAIL	3.37	3.62	3.37	3.62
SERVICES	0.07	0.02	0.29	0.28
WWW	19.98	20.40	26.50	27.60
UNKNOWN	28.36	30.44	-	-
OTHER	-	-	3.20	3.11



# **Overheads vs. Accuracy**



From Moore, Papagiannaki submission to IMC

(measures in packets)

Method	UNKNOWN	<b>Correctly Identified</b>
Port	29%	71%
1KB Signature	24%	74%
1KB Protocol Parse	19%	81%
Important flow	1%	98%
Assembly/Parse		
Full Assemble/Parse	0%	100%





# **Classification Surprises**

- $\lambda$  Significant asymmetry to/from site
- $\lambda$  Port-based classification was **so** wrong
- λ Considered the most important node for it's work yet,

#### $\lambda$ No GRID-application traffic!

It was all GRID web services or FTP traffic (For the GRID community this was surprising, for the rest of us – less so.)





#### Conclusions

- Our approach is sound: the implementation works and has been perfectly satisfactory for the environments into which we have deployed
- $\lambda$  Clear avenues of development are available to us
- Further work with deployments will provide input to this work and provide data for other projects too





# What have we learnt?

- $\lambda$  Always things to improve:
  - $\lambda$  hardware
  - $\lambda$  optimization
- $\lambda$  Important to remember:
  - λ compression of between 1:12 and 1:50 is achieved
  - $\lambda$  output data is all ready for off-line processing





#### Next...

- Continue work to identify and quantify GRID and Internet applications:
   e.g., Access GRID
- $\lambda$  Evaluating 10 Gbps scheme
  - $\lambda$  using test environments
  - λ considering deployment (10Gbps surprisingly uncommon)





### Enabling...

- Using of 10Gbps for the new UKLIGHT testbed – following the growth from implementation to deployment into full use.
- Current work enables us to assess suitability
   of Peer-2-peer algorithms for distributing data
   currently shared using FTP...





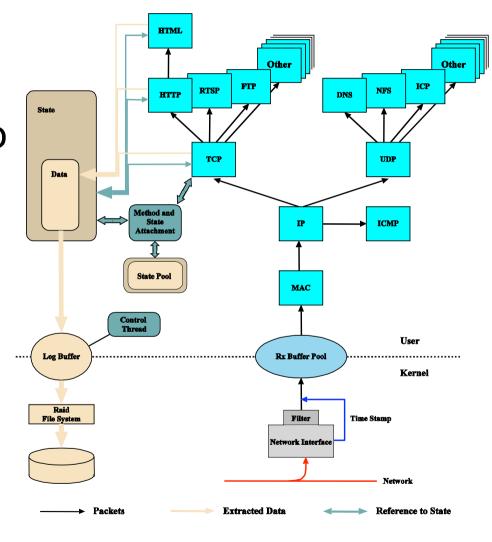
### **Backup slides**





## Architecture

Data driven model
 Single-thread model to maximize efficiency
 Avoid memory copy when practical





# **Monitor / Hardware**



Objective: use commodity hardware even the NIC

- $\lambda$  modify the firmware rather than building hardware
- $\lambda$  add/use time-stamping currently 1\_S
- $\lambda$  perform filtering on card with minimal overhead
- $\lambda$  Current 1Gbps cards supported:
  - λ Alteon / 3Com 3c985B
  - λ SysKonnect sk98xx



# **Monitor / Hardware Filtering**



- $\lambda$  Using hash of XOR of SRC/DEST as a selection criterion:
  - λ our approach works best when both directions of traffic are kept together.
- $\lambda$  Work in progress
  - $\lambda$  how often do we need to update filters?
  - $\lambda$  what can we optimize filters for:
    - $\lambda$  filter size?
    - $\lambda$  packet distribution?
    - $\lambda$  equalizing flows? packets? bytes?
    - λ This problem is common to the load-sharing community



# **Receive FIFO Implementation**



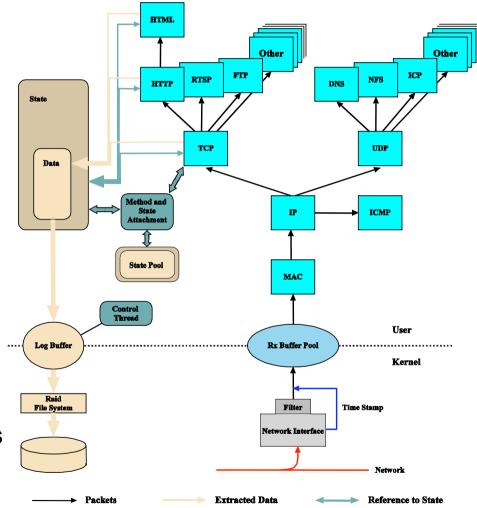
Receive Buffer is not a FIFO

•This means that dataprocessing mechanisms can return data buffers when they are finished

•Out-of-order return allows easier handling of packet loss and packet reordering

•Discards packets when memory runs low

•Implemented to hang on to packets in case of potential use or reuse







# **Monitor / Processing**

Compress/discard where we can:

- λ network, TCP and application layers can each have considerable temporal redundancy
- λ application-specific reductions such as removing the data object from http transactions – we keep a fingerprint of the object so as we can recognise the same object even with different URLs
- $\lambda$  loss-less compression (lz, gzip, etc.)





# **Nprobe modules**

#### λ Current

- $\lambda$  TCP and UDP on IP
- $\lambda$  HTTP and HTML
- $\lambda$  DNS
- $\lambda$  FTP
- λ Past (deprecated)
   λ NFS (v2)